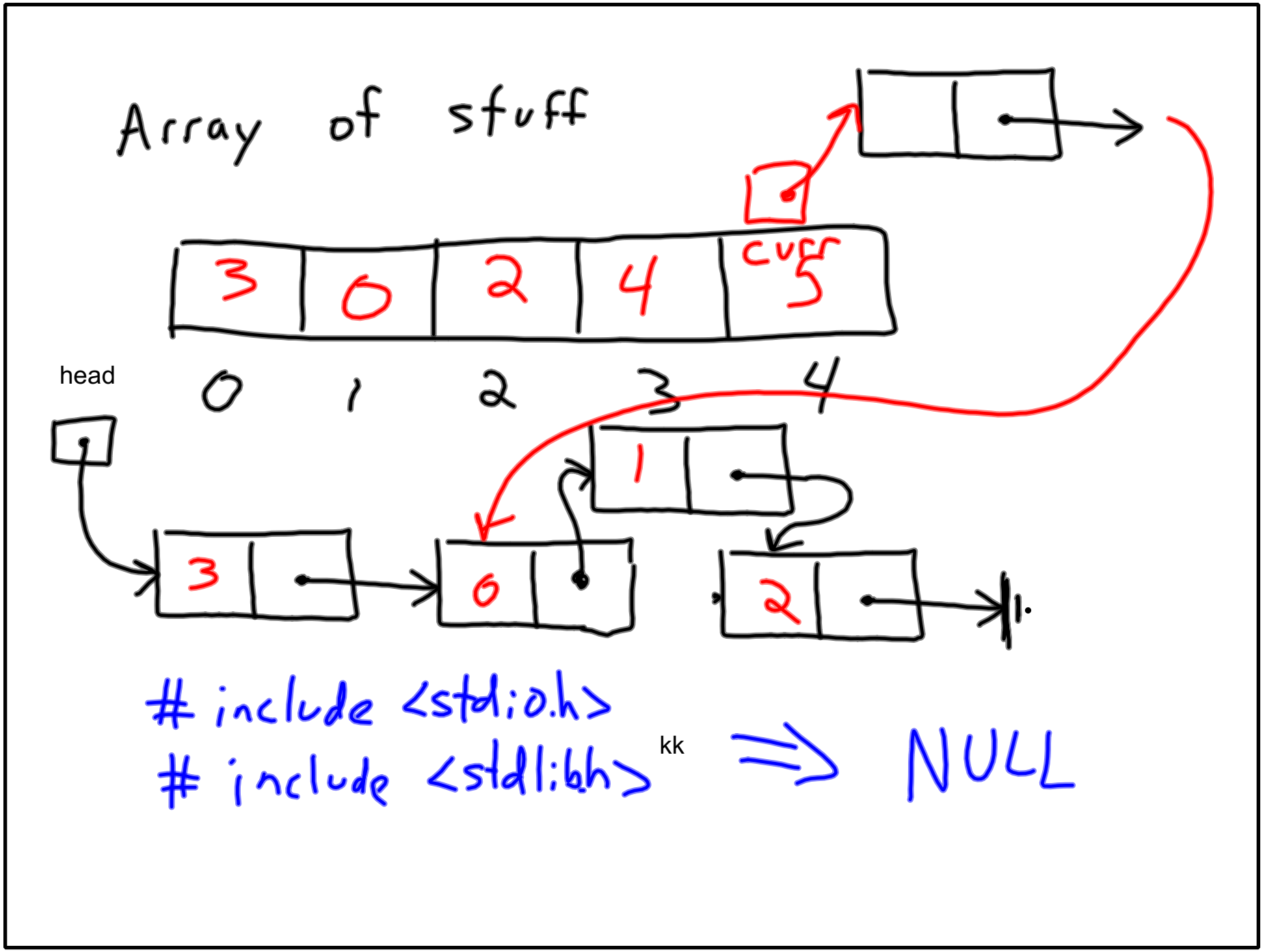
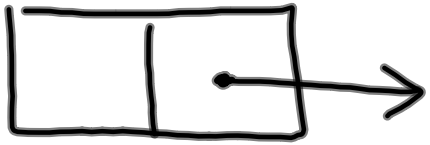
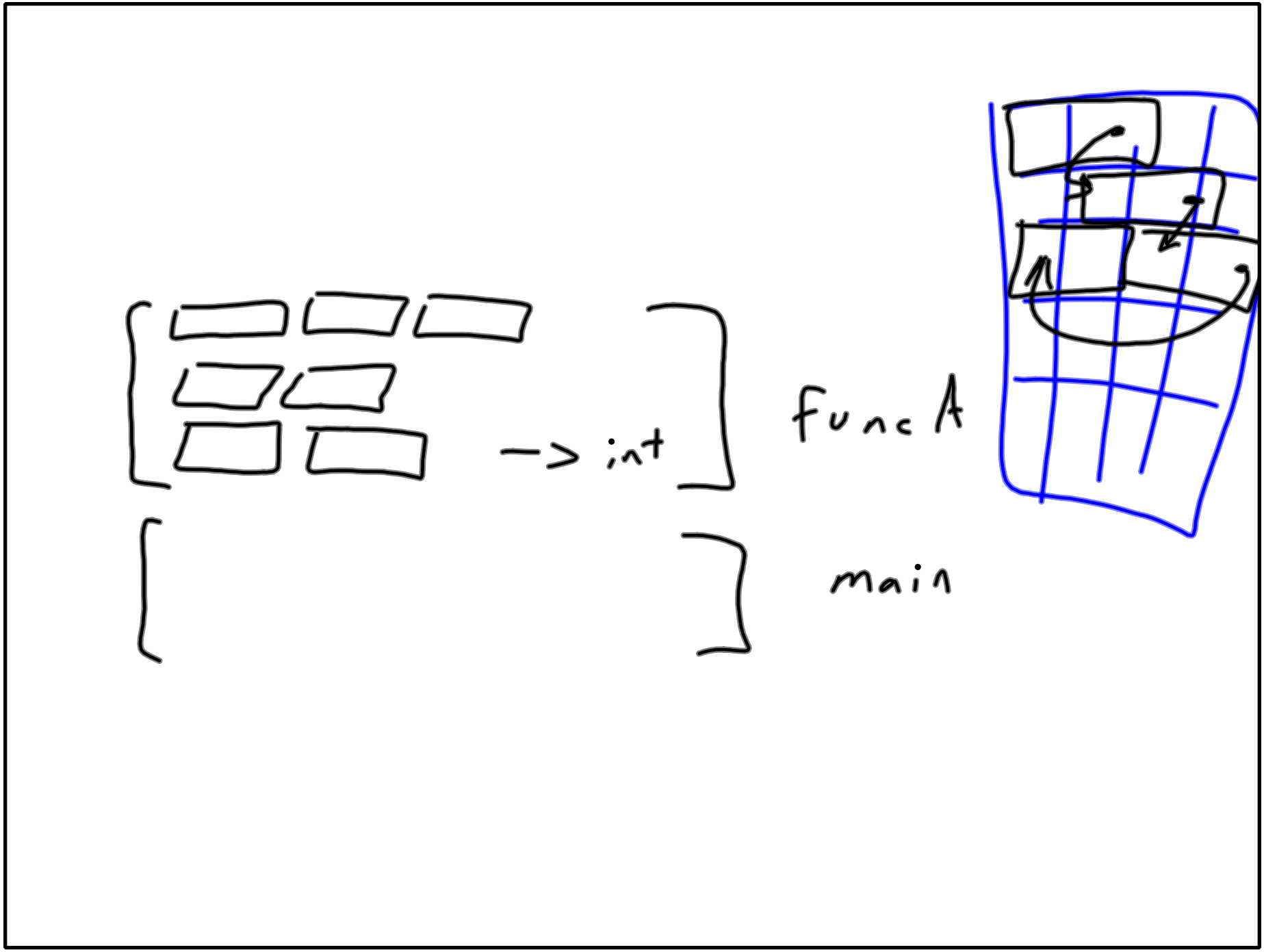

Array of stuff
3
0
2
4
cuff
5
head
0
1
2
3
4
1
3
0
2
include <stdio.h>
include <stdlib.h>
kk
NULL

```
struct node {
    int data;
    struct node *next;
};

typedef struct node {
    int data;
    struct node *next;
} Node, *NodePtr;
```




-> int
func A
main

Dynamic Memory

```
#include <stdlib.h>

void *malloc( size_t t);

void *calloc( int num, size_t t);

void free( void *mem);
```

```
(int)4.0      -> 4

int(4.0)      -> 4
```

```
int *ip;
double *dp;
ip = (int *)dp;
```

```
int *ip = malloc(8);
ip = (int *)malloc(8);
```

Measuring Memory

```
char ch;
sizeof (ch)
sizeof(int)
int *ip;
ip = (int *)malloc (sizeof(int));
```